

Lords of the Earth

CAMPAIGN TWENTY-FOUR – THE EAST

Turn 91

1434 ~ 1437 Anno Domini

837 ~ 849 in the year of the Hegira

4071 (Wood Tiger) - 4074 (Fire Snake)

New for T73

[Noble House rules](#) have been added – please take a look at these here.

New [Spreadsheet](#) for the Renaissance has been created – this can be found here and must be used from now on.

Some tinkering with the [Religious Order rules](#).

I'm going back to standard movement rules – sigh – as it is just taking too much time to rewrite these. Please continue to give your orders in year chunks though – The newly created [spreadsheet](#) should help with this

New for T59

Paths to victory: There are several options open to a player when an NPN has been defeated

1. Take the victory conditions (see NPN rules) available for NPNs and allow the NPN to go its own way. This is a useful option if you do not want to increase your imperial size or bother with the NPNs internal affairs.
2. Keep it as either Pacified or Pacified Tributary. You will not get victory conditions but will get income from the NPNs Homeland/Friendly regions and

cities. Also, as the years from conquest marker goes up it may turn Friendly or Tributary. Using this option treats the NPN as a super-region.

3. Old school, you will have to take the regions you want and conquer each in turn. If the capital is taken then some of the NPNs ratings will be added to yours if higher. The NPN will cease to exist.

Dealing with hordes: Hordes can be dealt with a number of ways rather than just an outright battle. These are

1. Threaten them. Hordes respond to a show of strength and may leave you alone if confronted with enough force.
2. Bribe them. They are looking for gold and lands to settle or pillage so if you offer them it on a plate they may well go away. They may also just take it and attack anyway.
3. Use diplomacy. It does work and I suggest chucking in a royal princess or two.

You can also use a combination of the above. If the horde becomes a FA or A, you can direct its attacks or its path of migration.

New for T53

Restrictions on Royal Marriages: Due to the complications arising from these rules only K, H or P leaders can benefit from a Royal Marriage. Members of the Royal Family that have not come into play are not considered eligible. Also, Primate, Order and Secret Empire positions are not eligible for marriage bonuses. These are meant to be diplomatic arrangements between sovereign states.

New for T51

No Orders: If I don't get any orders in for a position and the player doesn't answer my emails then I'll put the position back to a NPN and put aside the players cash (if any) until they pick it or another nation up again.

New for T50

Request Royal Marriage: Used to ask a NPN nation for a bride for one of your Princes or a suitor for one of your little Princesses. Cost is 6AP, Charisma based. The leader doesn't have to be in the NPNs capital but if he isn't then he needs to be in your homeland/capital.

New for T49

Naval Reaction and Blockade: Naval Reactions can only occur when there is action in a Sea Zone that the fleet is based at. The fleet has to be

based from a port and not the Sea Zone. Also, the Reaction can only occur when your own lands or those of an ally benefiting from a Defensive Pact marriage bonus are attacked. It also applies to any merchant fleets you operate through the Sea Zone in the case of piracy. Naval Blockade's only work if your fleet is based in the same Sea Zone as the target port and you spend all (every single one) of your APs in the blockade. The fleet must be based from a port and not a Sea Zone.

New for T48

The use of fleets for Reaction and mitigating the effects of Pirates: My understanding has now changed since we GMs have had some discussion on the list. The use of Reaction has been explained on the Wiki and Patrol is no longer used in the Base Rules.

Reaction

- Take a look at this link for more info
http://www.throneworld.com/wiki/index.php?title=Basic_Rules_Leaders_and_Army_Actions#Reaction
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Trade Route Escorts

- This is specific to Lords 24. Units can be assigned to a trade route to act as static convoy escort using the G type leader. Note this is not as good as patrol as the warships assigned will only reduce the effects of piracy, not capture or destroy the pirates themselves.

Updated NPN and Primacy rules: Yep, been tinkering again but I feel a almost serene sense of satisfaction with my latest offering. See what you think.

Added the ability to hire mercenary captain when there is no mercenary company available: See the mercenary tables

New for T47

Improved cultivation at TL5: If a nation has reached the dizzy heights of TL5 than it can benefit from improved cultivation. You can Improve a cultivated homeland region from 2GPv to 3GPv, or any other controlled cultivated region from 1GPv to 2GPv. This is a level one megalithic construction.

New for T45

New Rivers: I've added in some new possible rivers onto the map. These are rivers that were once passable by light traffic (remember Cogs cannot travel on rivers) and have now become silted up. You can dredge a stretch of the river (along one region border edge) as a 0.5 level project.

Gripes:

Agro as conversion – this has restrictions (see 2.11.5.3) which I will be enforcing from now on.

Rivers can only support light ships – as far as I know Cogs cannot travel on rivers. This also includes Cogs built for trade.

New Primates: We have two new Primate positions this turn. Jumal Skyfather, which is an Estonian god and the Coptic Church based out of Axum.

New for T44

Minor islands and City States: I'll be allowing minor islands (Corfu, Jerba, Wight etc) and city states to be used as locations from T44. Just let me know the rationale behind why you want it separate and if reasonable I'll add it in. Once they are created as locations, they obey all the rules of islands etc. However, their Gpv cannot go above 0.

Flooding: The last few turns have seen a massive increase in the amount of flooding that has occurred. It appears that the years are getting warmer and wetter. As a result of this some of the minor rivers on the map are once again becoming passable to river traffic.

Denmark: Following on from the Minor Islands stuff, you can see that Denmark is now separated out to Jutland and Syaland (Zeeland).

Announcements and items of note

General Stuff: Please use my Paypal account (stephenbrunt@yahoo.co.uk) for all Lords' 24 payments. If you cannot use this facility then please let me know and I will see what I can do about filtering US funds to my account. I may also stop using the throneworld email address due to the mass of spam I'm getting!

Order Form: Please use the [standard excel order form](#)

from now on. I'll update the site with a link to it next week when I get some time. This is important as it helps me process the turn more quickly. THIS IS NOW MANDATORY.

Non-Payment: some of you still owe me some cash. Although it may come as surprise that this is not my main source of income, I see it only polite that you pay for the occasionally night out. So, if you're under zero next turn I'll not process you orders.

Version 6: Lords 24 uses version 6 of the basic rules

The Map: The map now includes India as well as Europe, Central Asia and Africa. I've greyed out repeated areas on the maps to make my life easier. However, this means some player nations are split across more than one map. I may increase the size of the main map but I'll have to think on this.

Tithes and Tribute: I think these are automatically updated by the stats program, so no need to declare them in your orders.

Control of the Papacy and Religious Orders: In Lords 24 we will not always have a player Pope (or Caliph etc for that matter) and the following rules are used to determine which player faction controls the Pope's actions, Papacy Rules. I've also added some stuff about gaining support from their armies

How to make your GM happy (PLEASE READ! REALLY!):

Please send any and all Lords24 correspondence to stephenbrunt@yahoo.co.uk .

LORDS 24 WEB RESOURCES

The Lords Twenty-Four homepage is at:

<http://lords.throneworld.com/lote24/index.html>

All of the on-line resources, including order forms, mailing lists and web-sites for Lords of the Earth are summarized on this page:

http://lords.throneworld.com/?page_id=2

You can subscribe to the Lords 24 mailing list by pointing your web-browser at:

<http://games.groups.yahoo.com/group/lote24>

...and following the instructions on that page.

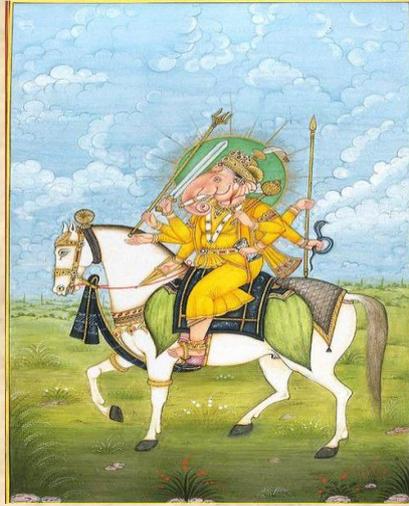
VARIOUS FEES AND LEVIES

At the moment the turns cost \$5 – please pay up of you owe

We are using the latest v6.3.5 of the basic rule book that can be found here

<http://lords.throneworld.com/players/loterule/rules.html>

India



Pratihara Kingdom of Kaunaj

(Hindu Civilised Open Empire)

Suresh II, Raja of Kaunaj



These years were spend in in contemplative inactivity.

South East Asia and the Islands



The Kingdom of Thaton

(Buddhist Civilised Open Empire)

Yai Saila, Regent of Thumunnabumi



The Thatonese were happy to consolidate their gains in the East.

The Kingdom of Annam

(Buddhist Civilised Open Empire)

Vuong Nghe Tong II, King of Annam

Quiet times in the Kingdom.

The God Empire of Sri Vijaya

(Buddhist Civilised Open Empire)

Ompong Bata di Toru, God-Emperor of the Sri Vijaya

Vast riches were sent to the Taira for their continued support. The islands of Sulawesi and Moluccas were cleared of their remaining wilderness and new farmland created. New to his kingdom, Ompong Bata di Toru was happy to rule from Palembang and secure his realm.

Manchu'ko and Nihon



The Minamoto Shogunate

(Shinto Civilised Open Empire)
Myia, Empress of the East



The Empress Myia ruled from Heian while more mundane issues of state were left to Prince Sasaki. It appeared that the Minamoto merchants had been neglected for some time and Sasaki decided that some balance needed to be restored to their activities. Inoue Rinji travelled south to Nan Patol and with the offer of a dynastic marriage to Prince Sanjo, was able to dramatically increase the Shogunate's influence in the islands. Peace had also descended on the Shogunate as once enemy Taira declared that Yamato is the only true Shogunate in the islands. A declaration was made by the Empress,

“The Minamoto Shogunate will agree that the Taira Clan are the rightful suzerains of the islands of Shikoku and Kyushu, as the Taira Clan recognize the Minamoto Shogunate as the rightful Emperors of Nihon, and agree to never claim the throne, to renounce the title of Shogun, and to consider your Imperial Majesty and her rightful descendants as the closest of

allies. As the Minamoto Shogunate will consider the Taira Clan as the closest of allies. The Minamoto Shogunate will recognize the Taira Clan as the rightful suzerains of the islands of Shikoku and Kyushu, as the Taira Clan recognize the Minamoto Shogunate rights to not only Honshu and Hokkaido, but also to the lands to the north and the islands to the north and east”.

The Taira Clan

(Shinto Civilised Open Empire)

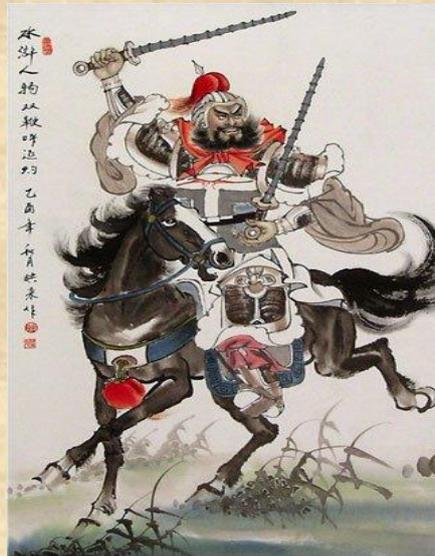
Taira no Tadanori, Daimyo of the Taira Clan

Realising that the Minamoto would never relinquish their Shogunate, Taira no Tadanori decided to make the pragmatic decision and forever cede his families claim and sent an envoy to the Empress in Yamato.

“If your Imperial Majesty were to agree that the Taira are the rightful suzerains of the islands of Shikoku and Kyushu, the Taira are willing to recognize the Miyamoto as the rightful Emperors of Nihon, to never claim the throne, to renounce the title of Shogun, and to consider your Imperial Majesty and her rightful descendants as the closest of allies”.

The venerated monk, Dokyo, was sent to Silla to gain a bride for his Daimyo and to improve Kumamoto’s influence over the city state. Taira no Shigemori oversaw the colonisation of Okinawa from Kagoshima. He was accompanied by Shinto missionaries who also travelled to the island of Hainan.

The Land under Heaven



The Kingdom of Chiang'Ning

(Buddhist Civilised Open Empire)

Ban Zheng, King of Chiang'Ning



Manpower was never an issue for the Chiang and so over forty thousand men were pressed into service in Chiangning. Most were humble spearmen but a large minority of the new recruits were cavalry and heavily armoured guards. While Ban Zheng rules from Anhui, prince Ban Qi once again set out to conquer the Chang. His heavy cavalry was transferred to Jiangnu Wan, who also had command of the newly raised mounted troops. Offer of surrender was issued to the opposing forces in Hupei in an attempt to prevent bloodshed but the Chang had repulsed invasions before and were fully confident of their ability to do so again. This time, however, that confidence was misplaced as the attackers under Ban Qi outnumbered the defenders by a factor of more than three. Despite a valiant defence, the Chang were routed and fled to the

city of Chang'Ning. So many of the defenders were lost in the rout that despite the substantial walls of the city it fell easily to Ban Qi's forces. The Chang belatedly offered to surrender and awaited Ban Qi's terms. Relations with Ban Zheng's northern neighbour were never better with the Chiang heavily influencing Song life. However, Chen Ju's attempts to persuade them to integrate with the Chiang went badly wrong and soured relations with Shenshi. Elsewhere in the kingdom, the province of Taiwan was finally cultivated.